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| Cairo University, Faculty of Engineering  Computer Engineering Department  Data Structures and Algorithms  CMP102/CMPN102 |
| **Data Structures and Algorithms**  **Final Assessment Report** |
| |  |  | | --- | --- | | **Team Name: T6** | **Number of members : 4** |   **Email :** |

**Section1: Osama Magdy Aied, 114**

## Function \_ Name

Checkunavailblecooks()

## Member of

Restaurant

## Inputs

timestep

## Returns

Void(no return)

## Called by

Restaurnat:: Restaurant\_modes()

## Calls

///////////////All Queue Functions for different data types ////////////////////////////

1. Queue::isEmpty()
2. Queue::enqueue()
3. Queue::dequeue()

// They are used for different Queues: BusyCooks, BreakCooks, InjuredCooks, Ncooks, Gcooks, Vcooks, Prepare\_Order

////////////////////////////////////////Cook Functions //////////////////////////////

1. Cook::getRstPrd()
2. Cook::getN\_orders\_Finished()
3. Cook::get\_order\_to\_break())
4. Cook::setServedOrder()
5. Cook::setN\_orders\_Finished()
6. Cook::getBreakduration()
7. Cook::setAvailableNcount()
8. Cook::GetAvailableNcount()
9. Cook::setAvailableGcount()
10. Cook::GetAvailableGcount()
11. Cook::setAvailableVcount()
12. Cook::GetAvailableVcount()
13. Cook::getOriginalSpeed()
14. Cook::GetType()
15. Cook::getInjProp()
16. Cook::GetStatus()
17. Cook::getServedOrder())
18. Cook::setStatus()
19. Cook::setSpeed()
20. Cook::getspeed()
21. Cook::increase\_injury()
22. Cook::setTimesteptobeavailabale()
23. Cook::getTimesteptobeavailabale()
24. Cook::CalUnavailabalePriority()
25. Cook::getUnavailabalePriority()

////////////////////////////////////////////////////Order Functions////////////////////////////

1. Order::setservicetime()
2. Order::getservicetime()
3. Order::CalFinish();
4. Order::getFinshtime()

## Logic Description

This function is responsible for updating all non-available cooks whether to be busy with orders, having a break or getting rest from injuries and also generates injuries for cooks randomly.

1. For BusyCooks, we pick the first one to see if it’s the time for him to be available and dequeue it. If not, we don’t do anything, setting our flag to false and go for the next check as our BusyCooks are stored in priority queue depending on the TimeStep when they became available(The least TimeStep has the highest priority)

After that we dequeue it from BusyCooks as this means he finished his order and increment the number of orders he finished. If he was injured during working on this order we make him go to rest after we make sure that his finished orders are less than orders to get a break (if not, we set the number of orders to 0 and consider his break to be taken during his rest period). Then, we set the timestep to be available equals to current + restperiod and enqueue it to InjuredCooks Queue.

If he wasn’t injured, we check for the number of orders he made to see if he deserves a break or not and enqueue him to the BreakCooks queue if he reaches the number of orders to have a break with the priority of the timestep to be available. Last thing if all previous conditions were false we make him return to the kitchen as an available cook depending on his type to be assigned to new order in the next tinestep.

1. For BreakCooks, we check if the first Cook has finished his break to dequeue him and return to available queue depending on his type
2. For InjuredCooks, we check if the first Cook has finished his restperiod to dequeue him and return to available queue depending on his type
3. To generate injured cooks we take a random value and if it’s less than the injury probability in the load files we pick the first non-injured cook from BusyCooks queue and his order from prepare order queue, then we reduce his speed to the half, set his status to injured and make the time step to be available increase by the double of the time remaining to finish. We do the same for his order by increasing its service time and the finish time as well. At the end we enqueue them again to their queues with new priorities

# Function \_ Name

assignOrderInjured()

## Member of

Restaurant

## Inputs

Timestep, Order, msg

## Returns

Bool

## Called by

Restaurnat:: urgentForVIP) )

## Calls

Queue::isEmpty(), Queue::enqueuer(), Queue::dequeuer(),Order::setStatus(),Order::setwaittime(),Order:: setservicetime(),Order:: CalFinish(),Cook:: setStatus(), Cook:: setServedOrder(),

Order::setTimesteptobeavailabale(),Order:: setN\_orders\_Finished(),Order:: CalUnavailabalePriority()

## Logic Description

This function is called only to assign orders for injured cooks when there is an Urgent VIP Order that waited too much and there is no available cooks or cooks in break, this happens by picking the first cook in InjuredCooks queue and assigning him this order to be served. We notice that the order will take double the time to be served as the Cook’s speed is down to half. We set the status of the cook to be BUSY and enqueue him in BusyCooks queue with the new timestep to be available. It also adds a message that the order has been assigned to that cook and says both Type and ID for the cook and Order. After the Cook finishes his order he returns to available cooks queue as we changed his status to BUSY so checkunavailable() function won’t return him back to InjuedCooks queue but his speed will still the half of his original speed until he takes a break. We enqueue the Order to the PrepareOrder Queue with priority depending on his finish time.

# Function \_ Name

assignOrderBreak

## Member of

Restaurant

## Inputs

Timestep, Order, msg

## Returns

Bool

## Called by

Restaurnat:: urgentForVIP()

## Calls

Queue::isEmpty(), Queue::enqueuer(), Queue::dequeue(),Order::setStatus(),Order::setwaittime(),Order:: setservicetime(),Order:: CalFinish(),Cook:: setStatus(), Cook:: setServedOrder(),

Order::setTimesteptobeavailabale(), Order:: setN\_orders\_Finished(), Order:: CalUnavailabalePriority()

## Logic Description

This function is called only to assign orders for Break cooks when there is an Urgent VIP Order that waited too much and there is no available cooks or cooks, this happens by picking the first cook in BreakCooks queue and assigning him this order to be served. We set the status of the cook to be BUSY and enqueue him in BusyCooks queue with the new timestep to be available. It also adds a message that the order has been assigned to that cook and says both Type and ID for the cook and Order. After the Cook finishes his order he returns to available cooks queue as we changed his status to BUSY so checkunavailable() function won’t return him back to BreakCooks queue until he takes another break. We enqueue the Order to the PrepareOrder Queue with priority depending on his finish time.

# Function \_ Name

## assignOrdertofinish

## Member of

Restaurant

## Inputs

Timestep

## Returns

Void(no return)

## Called by

Restaurnat::Restaurant\_modes()

## Calls

Queue::isEmpty(), Queue::peekFront(), Queue::dequeue(),Order::setStatus(),Order:: getFinshtime(),Order:: setFinishedOrdersCount() , Restaurant::shellSort(),Queue::enqueuer()

## Logic Description

This function updates every order that has been finished during this timestep, we first loop through the prepareOrder queue to see if the first order has been finished, if not, we return from the function. Then we store the finished orders in an array and sort this array depending on their service time (as they all have the same finish time) using shell sorting algorithm. After that we enqueue elements of the sorted array to the finished order queue and deletes the array after that.

# Function \_ Name

## shellSort

## Member of

Restaurant

## Inputs

Order\* arr[], int n,

## Returns

Void(no return)

## Called by

Restaurnat:: assignOrdertofinish

## Calls

getservicetime()

## Logic Description

ShellSort is mainly another type of Insertion Sort Algorithms. We start by making a gap between elements and compare elements of the array that have this gap in between. Then we start to reduce the gap to the half after we loop through all elements until we get the array to be sorted.

**Section2: Radwa Ahmed, 130**

# Function \_ Name:

AddOrders

## Member of:

Restaurant

## Inputs:

Order

## Returns

Void(no return)

## Called by

Event::ArrivalEvent(), Restaurant::autopormotedForNormal()

## Calls

Enqueue functions of each type of orders and calls functions type of each order and if the order is VIP, the function calls priority function.

Queue::enqueuer(), Queue :: Dequeue(), PQueue::enqueuer(), PQueue::Dequeue()

Order::getPrioirity(), Order::GetType()

## Logic Description

Add each order in queues. It adds the orders in three different queues: VIP, Vegan, Normal.

# Function \_ Name

## autopormotedForNormal

## Member of

Restaurant

## Inputs

Timestep

## Returns

Void(no return)

## Called by

Restaurnat:: Restaurant\_modes

## Calls

Queue::isEmpty(), Queue::peekFront() Queue::dequeue(),Order:: getorderarrivaltime(), Order:: GetAUto(),Order:: SetType(),Restaurant::AddOrders() , Order::setNOrderscount(),

Order:: increase\_promotion(),Order:: setVOrderscount(),Order:: set\_time\_when\_became\_VIP(time);

* 1. Logic Description

It checks if the queue of Normal order is not empty, then peek the order and check if his timestep – arrival time becomes equals to time of auto. If the condition is true ,it will dequeuer the order and change the type to VIP and increase number of VIP orders and decrease the number of normal order and add the order to VIP queue.

# Function \_ Name

urgentForVIP

## Member of

Restaurant

## Inputs

Timestep, string msg

## Returns

Void(no return)

## Called by

Restaurnat:: Restaurant\_modes

## Calls

Queue::isEmpty(), Queue::peekFront(),Restaurant:: assignOrderVIP(),Restaurant:: assignOrderBreak(),Restaurant:: assignOrderInjured(),Order:: increase\_urgent()Order:: getVIP\_WT(),Order:: get\_time\_when\_became\_VIP(),

## Logic Description

This function check if the queue of VIP orders is not empty, then peek the first order to check if his time becomes equals with time of urgent VIP order, then trying to assign the order to VIP cook if not found ,trying to assign the order to Normal cook then vegan cook. If all of them are busy, it will try to assign to order to cooks who have break. If not found , it will try to assign for injured cooks but if all of this conditions are not achieved, nothing will happen but if the order is assigned to cook, it will increase the number of urgent order and check for the second order if it reaches to VIP time or not. It will stop if the order is urgent and not assigned to cook or if the order breaks the condition by being not urgent order.

**Section2: Nada Elsayed, 231**

# Function \_ Name

Search

## Member of

Restaurant

## Inputs

Order by reference, ID.

## Returns

Void (no return)

## Called by

Event::Cancellationevent(), Event::promotionevent()

## Calls

Queue::Enqueue() , Queue::Dequeue() , Order::GetID()

## Logic Description

It takes a normal order ID and search in normal orders queue then return this order by reference. It is using in searching for cancel a normal order.

# Function \_ Name

assignOrderVIP

## Member of

Restaurant

## Inputs

Timestep, string msg

## Returns

Bool

## Called by

Restaurnat:: Restaurant\_modes

## Calls

Queue::isEmpty(), Queue::enqueuer(), Queue::dequeuer(),Order::setStatus(),Order::setwaittime(),Order:: setservicetime(),Order:: CalFinish(),Cook:: setStatus(), Cook:: setServedOrder(),

Order:: setTimesteptobeavailabale(),Order:: setN\_orders\_Finished(),Order:: CalUnavailabalePriority()

## Logic Description

It is assigning the VIP order to cook depends on the assigning criteria that check VIP cooks first then Normal cooks then finally vegan cooks. If it found an available cook then,

* It dequeue the cook from the available queue (Vcooks, Ncooks or Gcooks) then it enqueus this cook in busy queue after change his statue to busy, set this order as a served order, set the time that this cook will finish this order depending on the cook's speed and number of order dishes, and finally it decreases available cooks' counter minus one and store this order ID and cook ID as a string message.
* It also dequeue the order from VIP orders queue then it enqueue the order to prepare queue after change his statue to serviced, set wait time to the current time step minus the arrival time step, set service time by divide the number of dishes on the cook speed, it set the time that this order will be finished in, and finally it increases VIP orders counter plus one.

# Function \_ Name

assignOrderVegan

## Member of

Restaurant

## Inputs

Timestep , string msg

## Returns

Bool

## Called by

Restaurnat:: Restaurant\_modes

## Calls

Queue::isEmpty(), Queue::enqueuer(), Queue::dequeuer(),Order::setStatus(),Order::setwaittime(),Order:: setservicetime(),Order:: CalFinish(),Cook:: setStatus(), Cook:: setServedOrder(),

Order:: setTimesteptobeavailabale(),Order:: setN\_orders\_Finished(),Order:: CalUnavailabalePriority()

## Logic Description

It is assigning the vegan order to cook depends on the assigning criteria that vegan cook only who can make this order. If it found an available cook then,

* It dequeue the cook from the available queue (Gcooks) then it enqueus this cook in busy queue after change his statue to busy, set this order as a served order, set the time that this cook will finish this order depending on the cook's speed and number of order dishes, and finally it decreases available cooks' counter minus one and store this order ID and cook ID as a string message.
* It also dequeue the order from vegan orders queue then it enqueue the order to prepare queue after change his statue to serviced, set wait time to the current time step minus the arrival time step, set service time by divide the number of dishes on the cook speed, it set the time that this order will be finished in, and finally it increases vegan orders counter plus one.

# Function \_ Name

assignOrderNormal

## Member of

Restaurant

## Inputs

Timestep ,string msg

## Returns

Bool

## Called by

Restaurnat:: Restaurant\_modes

## Calls

Queue::isEmpty(), Queue::enqueuer(), Queue::dequeuer(),Order::setStatus(),Order::setwaittime(),Order:: setservicetime(),Order:: CalFinish(),Cook:: setStatus(), Cook:: setServedOrder(),

Order::setTimesteptobeavailabale(),Order:: setN\_orders\_Finished(),Order:: CalUnavailabalePriority()

## Logic Description

It is assigning the Normal order to cook depends on the assigning criteria that check Normal cooks first then VIP cooks. If it found an available cook then,

* It dequeue the cook from the available queue (Ncooks or Vcooks) then it enqueus this cook in busy queue after change his statue to busy, set this order as a served order, set the time that this cook will finish this order depending on the cook's speed and number of order dishes, and finally it decreases available cooks' counter minus one and store this order ID and cook ID as a string message.
* It also dequeue the order from normal orders queue then it enqueue the order to prepare queue after change his statue to serviced, set wait time to the current time step minus the arrival time step, set service time by divide the number of dishes on the cook speed, it set the time that this order will be finished in, and finally it increases normal orders counter plus one.

**Section2: Yousif Ahmed, 237**

# Function \_ Name

loadfile

## Member of

Restaurant

## Inputs

## Returns

Void(no return)

## Called by

Restaurnat::silenceMode() // والمفروض باقي المودس؟؟

## Calls

Cook::setVcount(),Cook::setNcount(),Cook::setGcount(),Cook::setordertobreak(),Order::setautopormotion(),Order::SetVIP\_WT(),Cook::SetRstPrd(),Cook::SetInjProp(),Queue::enqueue(),Cook::setSpeed(),Cook::setOriginalSpeed(),

Cooks::setType(),Cook::setBreakduration(),Cook::setID(),

## Logic Description

# Function \_ Name

FillDrawingList

## Member of

Restaurant

## Inputs

## Returns

Void(no return)

## Called by

Restaurnat::silenceMode() // والمفروض باقي المودس؟؟هي حاليا في runsimslate اصلا

## Calls

## GUI::UpdateInterface(),GUI::ResetDrawingList(),GUI::AddToDrawingList(),Queue:: toArray(),

## Logic Description

# Function \_ Name

Outputfile()

## Member of

Restaurant

## Inputs

## Returns

Void(no return)

## Called by

// Restaurnat:: silencemode()////

## Calls

Queue::toArray(),Restaurnat:: getavgSTandWT(),GUI::PrintMessage(),GUI::GetString(),Order::getordercount(),Order::getNordercount(),Order::getGordercount(),Order::getVordercount(),Cook::Getcookscount(),Cook::GetNcount(),Cook::GetGcount(),Cook::GetVcount(),ook::get\_num\_of\_injury(),Order::Get\_num\_of\_order\_auto\_P(),Order::get\_Urgent\_num(),

Order::getFinshtime(),Order::GetID(),Order::getorderarrivaltime(),Order::getwaittime() , Order::getservicetime()

## Logic Description

# Function \_ Name

getavgSTandWT( )

## Member of

Restaurant

## Inputs

Order\*\* arr,int count , float& avgWT, float& avgST.

## Returns

Void(no return)

## Called by

Restaurnat:: Outputfile()

## Calls

Order::getwaittime(),Order::getservicetime(),

## Logic Description